

**Video gaming system with fixed pool of winning plays and global pool access**

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A gaming system (10) is provided including a central game processor (12), a plurality of master

processing units (14) and a plurality of slave

terminals (16) operable by players to play the game.

The central game processor (12) communicates with the master processing units (14) which supplies the

various games available to the system. The

masterprocessing units (14) store and administer

the games as they are played on the slave

terminals. A preferred game includes a fixed pool

of game plays and a predetermined number of winning

plays within each pool. Each player, through his or

her slave terminal (16), can purchase plays in each

fixed pool stored in the master processing unit (14)

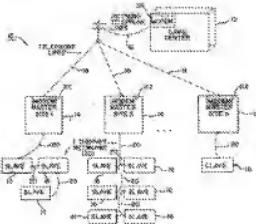
to which that unit is coupled. When a particular pool

is exhausted, for example, through the purchase of

all plays, the central game processor (12) provides

another fixed pool of plays to that master processing

unit to enable continuous play.

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